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Kriegspiel

by Ron Potkin

ENEMY TANK
Dead Ahead

Runs on a **Dragon 32**

Aaargh!!
a Minefield

THE INFANTRY ARE SWARMING THROUGH

BEYOND
CHALLENGING SOFTWARE

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Kriegspiel

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Description

Kriegspiel is tank warfare set among mountain and forest, river and swamp – where a held bridge will hold up an onslaught and a change in the weather can change the fortunes of war.

The opposing armies are made up of heavy tank divisions, light tank divisions and infantry. And each is out to capture the other's city HQ. The winner will be the commander who makes best use of the features of the landscape and the advantages it offers, who is ready to take advantage of a break in the weather and who understands the value of his outgunned infantry divisions.

Each terrain feature sets its own problems and offers its own advantages and whenever two opposing divisions move onto adjacent hexes, the computer takes over to sort out the outcome of the combat.

Kriegspiel can be played over three maps: a standard, desert and mountain scenario and two players can take on each other or one can play against the computer. The winner is the first commander to enter his opponent's capital.

Operating instructions

Rewind the tape fully and press the <**PLAY**> button on your cassette recorder (ensure that the remote lead is plugged in). Type **CLOAD** and press <**ENTER**>. When the computer responds with "**OK**", type **RUN** and press <**ENTER**>. Wait while the map is prepared. The computer will ask: Keyboard or Joysticks – Press **K** or **J**. If **J** is chosen connect a joystick to the right joystick port.

1 or **2** players – Press **1** for a computerised opponent. **2** to play a friend.

Alternative scenarios

Three scenarios are available. The standard map is built into the program. Mountain and desert maps are also on the tape and can be run as follows:–

Type RUN 137 and press <**ENTER**>. The computer will ask: **M/D?** Press **M** for mountain, **D** for desert and keep the <**PLAY**> button down on the recorder.

You may find it convenient to save the program with the new map:

Put a new tape in the recorder and press the <**RECORD**> and <**PLAY**> buttons. Type RUN 136 and press <**ENTER**>.

You will be asked NAME? Reply MOUNT or DESERT as appropriate. The program will be saved and then stop.

The Armour

Each army has 15 pieces consisting of:

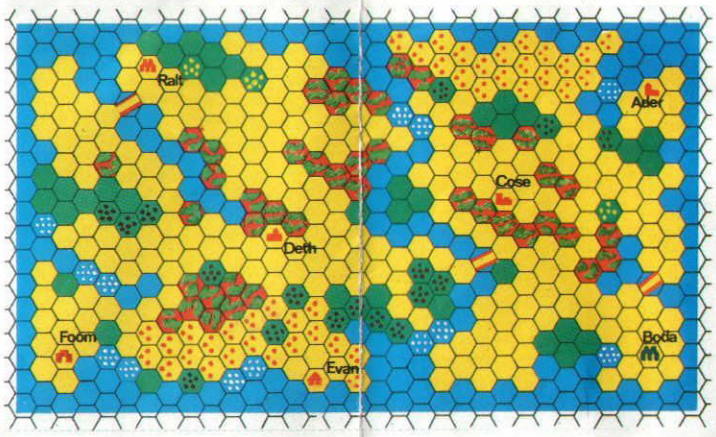
	Heavy tank	Light tank	Infantry
No.	4	5	6
Moves	12	10	8
Attack factors	3	2	1

This number can be increased up to 25 (see recruiting). And each side can lay up to five minefields.

Order of play

i. The status report is displayed and the RED player is requested to press <**ENTER**> or the **FIRE** button on the joystick.
ii. The RED player moves all, some or none of his pieces.
iii. Combat, if any, will take place.
iv. The status report will be displayed again.
v. The BLUE player may now make his moves.
vi. Combat, if any, will take place.
vii. The recruiting phase occurs.

These steps are repeated until a piece enters the opponent's city.



Movement

A player may move each piece up to the limit of its movement factors unless it is moved adjacent to an opponent when it must stop. Unused factors are lost. The number of movement factors required to enter a particular map feature are shown in the Terrain Chart. Provided entry is not restricted, six directions are possible.

Tanks – the rules for both the Heavy and Light tanks are the same; only the movement and attack factors differ. The movement options are:

F – Use this when you have finished your turn.

M – Use this to return from the command level to the map. If you have not moved the piece you may return to it later.

S – This is similar to the M command but you will not be able to move the piece later in that turn. The cursor will always flash pieces in a pre-determined order to ensure that you do not overlook any pieces.

Direction arrows – These move the tank one hex in the desired direction.

Infantry – These have the same options plus the following:

L – Lay a minefield. You will be presented with a second set of arrows requesting the direction.

T – Transportation between towns or cities. You will be presented with a second set of commands – M R A C D E F B (the initials of each town) requesting the destination. M will return you to the map.

The Terrain

Map features, the following table describes each different terrain to be found on the map in hex form. The number of movement factors which must be expended to move into that type of hex, restrictions which apply to certain pieces and the effect each type of terrain has on the Attack/Defence factors of a piece in combat.

Type of hex	Map feature	No. of move factors	Attack factors	Restrictions
	Normal/ desert	2	–	–
	Roads around towns/cities	1	–	–
	Beach	1	–	–
	Fields	3	Doubled	–
	Forests	4	Doubled	No tanks
	Swamp	4	Doubled	No tanks
	Mountains	–	–	No entry
	Sea*	–	–	No entry
	River!	7	1 only	No infantry
	Shallow water	5	Halved	–
	Bridge	2	–	–
	Towns	–	–	No entry
	Cities	–	–	No entry!!

*It will be necessary to discover where the river ends and the sea begins.
! Units must stop when entering the river.
!! Except by opposing force – this ends the game.

Towns & Cities

Capturing these will enable the player to recruit additional troops. A town can be in three states during the game.

a) Neutral: No force is in an adjacent hex.

b) Friendly: One or more pieces from the same side are **currently** in the adjacent hex.

c) Occupied: Both sides have pieces in adjacent hexes.

Transportation is only possible between Friendly towns and cities. Cities remain friendly to their own side even if an enemy piece has moved into an adjacent hex.

The Weather

The weather will have an effect on the course of the game. It will vary during the year:

		Percentage chance
January, February and March	Fine	20%
	Ice	40%
	Snow	40%
April, May and June	Fine	40%
	Snow	20%
	Floods	40%
July, August and September	Fine	80%
	Rain	20%
October, November and December	Fine	60%
	Snow	20%
	Rain	20%

The effect on play will be:

a. Fine — No effect – all options available.

b. Ice — River and shallows are normal terrain for movement – not for combat. No transportation.

c. Snow — Movement halved. No transportation.

d. Floods — No river or shallow crossing.

e. Rain — Movement halved.

Minefields

Each side has five minefields which it can lay. In the two player game, an opponent should be asked to leave the room while minefields are laid. Minefields can only be laid by infantry (through the L option). All forces have equipment to clear minefields but the success rate varies:

Heavy tanks 20 percent

Light tanks 60 percent

Infantry 80 percent

If the minefield is not cleared the piece will be destroyed and the minefield will remain intact. Minefields are also deadly to the side which laid them.

Transportation

Infantry can be transported from one friendly town to another (movement rules explain how). The cost of transportation is four move factors. Units may move before and after transportation. Transported pieces will be placed in the first vacant hex around the new town which is not under attack.

Recruiting

After every round of play, the player holding the majority of friendly towns will recruit an additional piece as follows:

a) Majority of one town 1 infantry

b) Majority of two towns 1 light tank

c) Majority of three towns 1 heavy tank

The piece will be placed in the first empty hex around the player's city going clockwise and may be under attack straightaway. Reinforcements are generated automatically by the computer. Recruiting will not occur if the six hex around the city are occupied or if the player holds the maximum of 25 pieces.

Calculating combat odds

Combat takes place once all movement has been completed. It occurs automatically between opposing forces on adjacent hexes. A unit may only attack one defender. Each attacking unit is checked for possible attacks and if it is adjacent to more than one defender, direction arrows will appear at the bottom of the screen asking which defender you choose to attack.

Each conflict is decided as follows:–

a) All the attacking pieces' attack factors are calculated and modified according to the terrain each unit occupies.

b) The defenders factors are calculated in the same way.

c) The attacking force's total attack factor is increased by an attack bonus equal to half its total factors. Fractions are ignored. So a force of 7 factors becomes 9 factors.

d) The modified factors of any other defender's piece adjacent to the attacker and not itself attacked, are added to the defender's total. If this unit has a choice of two pieces to aid, that choice will be made by the computer.

e) The odds are calculated by dividing the smaller sum into the larger and ignoring fractions. For example:

The attacker has 10 factors and the defender has 4 – the odds are 2-1 in the attacker's favour.

The attacker has 3 factors and the defender has 7 – the odds are 2-1 in favour of the defender.

Combat table

The combat table below is now consulted. If the odds favour the defender, consult the left-hand side and select the appropriate column; if they favour the attacker consult the right-hand side. The computer will "roll a dice" and select one of the six possible alternatives from that column.

	Defender					Attacker				
Dice Roll	6-1	5-1	4-1	3-1	2-1	1-1	2-1	3-1	4-1	5-1	6-1
1	AE	AE	AE	AE	AE	AE	AE	EX	EX	DR	DR
2	AE	AE	AE	AE	AE	AE	AR	EX	DR	DR	DE
3	AE	AE	AE	AR	AR	AR	EX	DR	DR	DE	DE
4	AE	AE	AR	AR	AR	EX	EX	DR	DE	DE	DE
5	AE	AR	AR	AR	EX	DR	DR	DE	DE	DE	DE
6	AR	AR	AR	AR	EX	DE	DE	DE	DE	DE	DE

Odds greater than 6-1 are automatic elimination.

Explanation

AE – Attacker Eliminated – All attackers are removed from the map.

AR – Attacker Retreats – All attackers must retreat two hex. If a piece cannot retreat or is unable to retreat without moving next to a defender, it must be eliminated. The player is presented with the direction arrows and "E". If the unit cannot retreat, select "E".

EX – Exchange – The defender will be eliminated. Sufficient attacking factors (unmodified) equal to, or if necessary greater than, the value of the defender's factors (unmodified) must be removed from the map. If there is only one attacker or the sum of the attacker's factors are less than or equal to the defender's, this is automatic. If they are greater, the player is presented with the options "EN" – Eliminate or Not – until sufficient factors are removed.

DR – Defender Retreats – The defender must retreat in a similar manner to AR above. The attacker has the option of advancing one hex in any direction (subject to terrain restrictions). The player is presented with the direction arrows and "S". Select "S" if you do not wish to move. The unit may be moved next to a defender and a second attack will occur.

DE – Defender Eliminated – The defender is eliminated. The attacker may advance one hex as described above.

Combat examples

a) A light tank on normal terrain is attacked by a heavy tank in a field and a light tank on normal terrain. There is an adjacent heavy tank to the attacking light tank.

Attack factors		Defence factors	
Light tank	2+	Light tank	2+
Heavy tank in field	6	Heavy tank (assisting)	3
	=8		
8/2=attack bonus of	4		
Total	=12	Total	=5

The odds are 2-1 in the attacker's favour. The "dice roll" is a 4=exchange.

b) Two heavy tanks, one in a field, are attacking an infantry unit in a forest.

Attack factors		Defence factors	
Heavy tank	3+	Infantry in forest	2
heavy tank in field	6		
	=9		
9/2=attack bonus of	4		
Total	=13	Total	=2

The odds are 6-1, in favour of the attacker. The "dice roll" is a 3=defender eliminated.

Computer opponent

In one-player games, the computer plays the Red side. All play by Red will be automatic and fast. The player does have an advantage as the computer will not selectively eliminate pieces under the exchange rule and will eliminate pieces rather than retreat. You may find it more challenging not to move on your first turn to reach the towns first. But be prepared for surprises.

Playing by joystick

a) The status will ask the players to press the fire button.

b) Moving the joystick will enable you to inspect the whole map.

c) To move a piece, place the cursor over it and press the fire button. You will now be presented with a menu at the bottom of the screen.

d) Place the cursor over the appropriate command and press the fire button.

e) When a piece has completed its move, place the cursor over M or S to move the cursor back to the map.

f) When all movement is complete, place the cursor over F. This indicates that your turn is finished.

Playing by keyboard

a) The status will ask the players to press <ENTER>.

b) The four arrows will control the movement of the cursor on the map. By pressing <SHIFT> and an arrow, the cursor will move four hex. Wrap-around is possible.

c) To move a piece, place the cursor over it and press <ENTER>. You will now be presented with a menu at the bottom of the screen.

d) Place the cursor over the appropriate command and press <ENTER>. Pressing <SHIFT> and the left or right arrow will enable you to move to the left or right-hand command.

e) In addition to moving the arrows, you may simply press the appropriate key. The direction arrows are obtained using lower-case a to f.

f) When a piece has completed its move, use M to return to the map. You will not be able to move that piece again during that turn.

g) When all movement is complete, use F to finish.

Homing device

Whilst on the map, it will normally be sufficient to place the cursor next to a piece. The computer will understand that you wish to move this piece. This of course may not work in a congested area. If the cursor is on an empty hex, the computer will select the first in a clockwise manner.

Hints on play

If you enjoy strategy games, you'll love Kriegspiel. Wargamers will find it is not complex but still has sufficient variety to develop tactics and hold considerable interest.

For the beginner Kriegspiel can be a lighthearted 20 minute war of attrition with both sides rushing to their opponent's city HQ. But there is plenty of scope for the tactician, whose games will last about an hour. He will plan his moves carefully and consult the combat table often.

Areas of the map which can be easily defended will be recognised from those which offer maximum advantage in conflict. Combat when it does occur will be well thought out with the risks of heavy losses avoided as much as possible.

There are many unique battle situations. Two infantry units deployed in a forest at the end of a mountain pass can successfully hold up a column of tanks. Holding a bridge and forcing an opponent to cross the river can wreak havoc on an attack.

Do not underestimate the value of infantry: only they can lay minefields and have the best chance of clearing them. They are also available for transportation to a friendly town, releasing tanks for other duties.

Tips

a) Ensure you have an exit in case of retreat.

b) Try to cut off a defender's retreat. A unit not involved in the attack can provide useful back-up to prevent a defender from retreating. Attacking from both sides reduces his chances of escape.

c) Check the odds carefully, remembering that rounding down occurs twice. If you have 11 factors and the defender 4, you play on the 2-1 table and risk losing all your pieces. The addition of an infantry unit puts the attack on the 3-1 table.

d) Keep an eye on the time of the year. The winter months are never ideal for a major assault. Snow and flooding will slow things down considerably. Although an iced river will improve movement, avoid attacks while on the ice – it is little defence against a tank bombardment.

If you enjoyed **Kriegspiel**, why not try your hand at the terrors of the Atlantic in Up Periscope – Ron Potkin's other classic strategy game for the Dragon. A submarine commander is out to prevent a convoy and its guarding destroyers from reaching port. Sonar, depthcharges, torpedoes and a whole lot of suspense at £6.95.

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